

BIBLIOGRAPHY

- Aditia, P. (2019). *Postmodernism Representation in Manungsa Comic 2016*.
- Anggarini, A. (2012). *Pengantar Desain Grafis Dicklat*.
- Ansari, R., Suwarni, L., Selviana, S., Mawardi, M., & Rochmawati, R. (2020). Media Komik Sebagai Alternatif Media Promosi Kesehatan Seksualitas Remaja. *Jurnal Ilmiah Kesehatan*, 19(01), 10–14.
<https://doi.org/10.33221/jikes.v19i01.431>
- Apsari, D., & Krisna Aditya, D. (2019). *The Influence of the Advancement of Social Media in The Visual Language of Indonesian Comics Strips*.
- Araki, H. (2015). *Hirohiko Araki - Manga in Theory and Practice_ The Craft of Creating Manga-VIZ Media LLC (2017)_2*.
- Chasanah, E., Susilowati, R., Yuwono, P., Zilda, D. S., & Fawzya, Y. N. (2019). Amino acid profile of biologically processed fish protein hydrolysate (FPH) using local enzyme to combat stunting. *IOP Conference Series: Earth and Environmental Science*, 278(1). <https://doi.org/10.1088/1755-1315/278/1/012013>
- Issa, S. (2018). Comics in the English classroom: a guide to teaching comics across English studies. *Journal of Graphic Novels and Comics*, 9(4), 310–328. <https://doi.org/10.1080/21504857.2017.1355822>
- Kadir, S. (2022). *NUTRITIONAL NEEDS OF FISH TO PREVENT STUNTING IN EARLY CHILDHOOD*. <http://xisdxjxsu.asia>
- Lena, J., & Damongilala, M. S. (2021). *KANDUNGAN GIZI PANGAN IKANI*.
- McCloud, S. (1993). *Understanding comics the invisible art by Scott McCloud*.
- McCloud, S. (2000). *(The Comic Books) Scott McCloud - Reinventing Comics : How Imagination And Technology Are Revolutionizing An Art (2000)*.
- McCloud, S. (2006). *Making Comics - Storytelling Secrets of Comics, Manga and Graphic Novels*.
- Morales, L. E., & Higuchi, A. (2018). Is fish worth more than meat? – How consumers' beliefs about health and nutrition affect their willingness to pay more for fish than meat. *Food Quality and Preference*, 65, 101–109.
<https://doi.org/10.1016/j.foodqual.2017.11.004>
- Parinduri, S. K. (2021). OPTIMALISASI POTENSI REMAJA PUTRI DALAM PENCEGAHAN STUNTING DI DESA WANGUNJAYA KECAMATAN LEUWISADENG KABUPATEN BOGOR. In *PROMOTOR Jurnal Mahasiswa Kesehatan Masyarakat* (Vol. 4, Issue 1). <http://ejournal.uika-bogor.ac.id/index.php/PROMOTOR>

- Prastari, C., Yasni, S., & Nurilmala, M. (2017). Characterization of snakehead fish protein that's potential as antihyperglykemik. *Jurnal Pengolahan Hasil Perikanan Indonesia*, 20(2), 413. <https://doi.org/10.17844/jphpi.v20i2.18109>
- Pratama, R., Rostini, I., & Rochima Emma. (2018). *PROFIL ASAM AMINO, ASAM LEMAK DAN KOMPONEN VOLATIL IKAN GURAME SEGAR (Osphronemus gouramy) DAN KUKUS*.
- Ramadhan, B. S., & Rasuardie, R. (2020). Kajian Industri Komik Daring Indonesia: Studi Komik Tahilalats. *JSRW (Jurnal Senirupa Warna)*, 8(1). <https://doi.org/10.36806/jsrw.v8i1.80>
- Salam, S., Sukarman, Hasnwawati, & Muh, M. (2020). *SENI RUPA*.
- Simadibrata, M., Witjaksono, F., Wulandari, Y., Mangatur Haloho, R., Rangga Pribadi, R., Abdullah, M., Rachman, A., Eka Wijaya, A., Bisuk, B., Martin Simadibrata, D., Mutiara, R., & Renaldi, K. (2021). High-Protein Dietary Supplementation and Nutritional Status Improvement of Malnourished Patients in Hospital Care. In *The Indonesian Journal of Gastroenterology* (Vol. 22, Issue 2).
- Smith, M. J., & Duncan, R. (2017). *THE SECRET ORIGINS OF COMICS STUDIES*.
- Sumiati, T. (2008). *PENGARUH PENGOLAHAN TERHADAP MUTU CERNAL PROTEIN IKAN MUJAIR (Tilapia mossambica)*.
- Sutarto, Mayasari, D., & Indryani Reni. (2018). *Stunting, Faktor Resiko dan Pencegahannya*.
- Tillman, Bryan. (2011). *Creative character design*. Focal Press.
- Ummah, W., & Ningrum, B. (2022). *Penyembuhan Luka Post Sectio Cesarea (SC) Dengan Ekstrak Ikan Gabus (Channa Striata)*.
- Virgantari, F., Koeshendrajana, S., Arthatiani, F. Y., Faridhan, Y. E., & Wihartiko, F. D. (2022). PEMETAAN TINGKAT KONSUMSI IKAN RUMAH TANGGA DI INDONESIA. *Jurnal Sosial Ekonomi Kelautan Dan Perikanan*, 17(1), 97. <https://doi.org/10.15578/jsekp.v17i1.11045>
- Wang, Z., Wang, S., Farinella, M., Murray-Rust, D., Riche, N. H., & Bach, B. (2019, May 2). Comparing effectiveness and engagement of data comics and infographics. *Conference on Human Factors in Computing Systems - Proceedings*. <https://doi.org/10.1145/3290605.3300483>
- Yang, G. (2008). Graphic Novels in the Classroom. *Graphic Novels in the Classroom Language Arts* •, 85(3).
- Wimbarti, S. (2016). Psikologi untuk Indonesia tangguh dan bahagia. Yogyakarta: Gajah Mada Press.

- Sugiyama, K., & Andre, T. (2011). *The Dentsu Way*. New York: McGrawHill.
- Ahmad Rohani. (1997). *Media intruksional Edukatif*. Jakarta: PT Rineka Cipta
- Rohidi. Tjetjep R. (1984). *Lintasan Peristiwa dan Tokoh Seni Rupa Indonesia Baru*. Semarang: IKIP Semarang Press.
- Sutikno, S., Susilo, S., & Hardiyanto, W. (2019). PELATIHAN PEMANFAATAN SCRATCH SEBAGAI MEDIA PEMBELAJARAN. *Rekayasa*, 16(2), 173–178. <https://doi.org/10.15294/rekayasa.v16i2.17508>
- Soewardikoen, D. W. (2019). *Metodologi Penelitian Visual dari Seminar ke Tugas Akhir*. In Yogyakarta : PT. Kanisius. PT Kanisius.
- Saboya M, Khara T, Irena A. (2011). *Harmonization Training Package Version 2 Module 13: Management of Severe Acute Malnutrition*. Oxford. Retrieved from <http://www.enonline.net/ourwork/capacitydevelopment/htpversion2>
- Rafiqua, N. (2020). *Malnutrisi*. Wwww.Sehatq.Com.
<https://www.sehatq.com/penyakit/malnutrisi>
 Dwinanda, R. (2023, January 26). *Indonesia Negara maritim, Mengapa Masyarakatnya nggak banyak yang suka makan ikan?*. Republika Online.
<https://ameera.republika.co.id/berita/rp34tx414/indonesia-negara-maritim-mengapa-masyarakatnya-nggak-banyak-yang-suka-makan-ikan>